Please amend paragraphs of the specification as shown below, in which insertions are indicated by underlining, and deletions are indicated by strikethrough or double brackets.

Paragraph Bridging Pages 2-3

The present invention provides a hearing aid in which at least one portion of an input sound signal is divided into frequency band signals and a single or a plurality of the frequency band signals are subjected to noise to generate a Noise-Vocoded Speech Sound signal, which a user can hear. Such a hearing aid facilitates activation of the brain and is expected to provide an effect on treatment or training of people with a neural disorder. Such a hearing aid [[lets]] allows a Noise-Vocoded Speech Sound signal to be recognized by utilizing normal portions of the brain to the maximum level and the Noise-Vocoded Speech Sound signal is compensated for by other normal portions of the brain, in order to let a person with hearing difficulty understand the meaning of the input sound.

Paragraph at Pages 3, Lines 4-17

The present invention provides a training device in which a Noise-Vocoded Speech Sound signal obtained by dividing at least one portion of a sound signal into frequency band signals and subjecting a ingle or a plurality of the frequency band signals to noise to a trainee, the trainee pronounces the recognized words and learns the correctness of same. Such a training device has an effect of promoting the activation of the brain activity. Such a training device is useful in training a trainee to understand language and, for trainers, this is useful in training for improving the training ability. Such a hearing-aid lets training device also allows a Noise-Vocoded Speech Sound

signal <u>to be </u>recognized by utilizing normal portions of the brain to the maximum level and the Noise-Vocoded Speech Sound signal is compensated for by other normal portions of the brain, in order to let a person with hearing difficulty understand the meaning of the input   sound.

<u>Paragraph Bridging Pages 3-4</u>

The present invention provides a game device in which a Noise-Vocoded Speech Sound signal obtained by dividing at least one portion of a sound signal into frequency band signals and subjecting a single or a plurality of the frequency band signals to noise to a game player, the game player pronounces the recognized words and competes in the ratio of correctness or the number of correct answers. Such a game device has an effect of promoting the activation of the brain activity. Such a ~~training~~ <u>game</u> device is <u>also</u> useful in training a trainee to understand language and, for trainers, this is useful in training for improving the training ability. Apart from training, such a game device can be a game device for normal people as a game for guessing words or sentences from the Noise-Vocoded Speech Sound.

<u>Paragraph Bridging Pages 7-8</u>

In FIG. 1, the sound signals of all of the four frequency bands are ~~replaced by~~ <u>subjected to</u> frequency band noise signals, but sound signals of a part of the frequency bands [[are]] <u>need</u> not <u>be </u>supplied to the multiplying portion 3 but <u>may be</u> supplied directly to the adder 6, so that sound signal components can be left. Also with respect to each of the frequency bands whose sound signal components are to be left, a correction corresponding to degradation of the dynamic range or the frequency characteristics of hearing disorder may be performed.